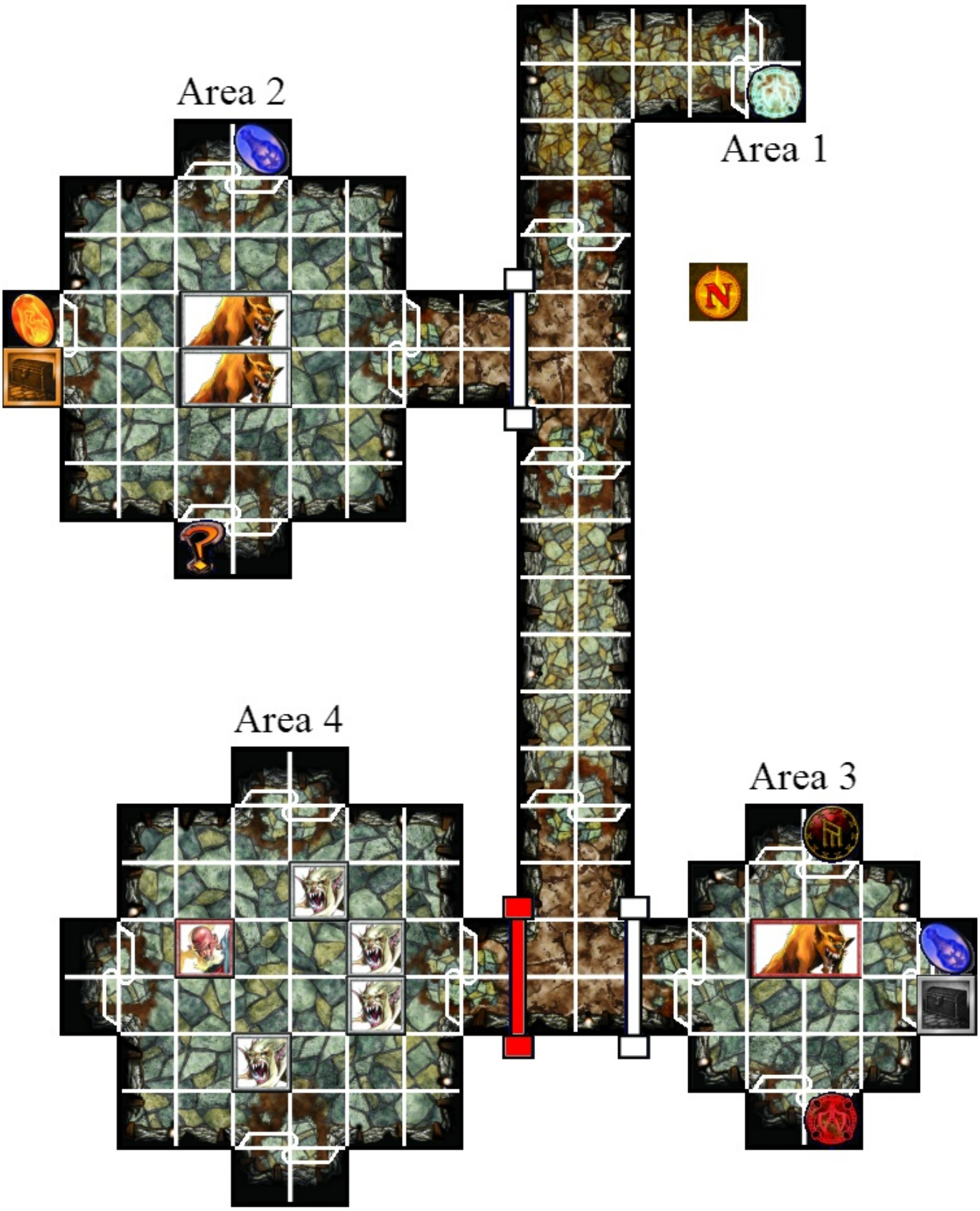

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Second Rescue

By Leprejuan

This quest is adapted from C.R. Kirby's excellent beginning quest, The Rescue. I wanted to demonstrate rune-locked doors and the portal method, so I rewrote it to include glyphs and the rune key. I also reorganized it slightly to encourage the players to enter all three rooms.

The Overlord starts this game with 6 Threat Tokens but no cards. The players start with 5 Conquest Tokens. If the players ever run out of Conquest Tokens, then they have failed and doomed Roderick.

The Copper chest contains 25 gold and a copper item.
The Silver chest contains 3 Conquest Tokens, 2 Curses, and 200 gold.

Scenario Background

The small town of Nor-Ruhn has been terrorized by hounds who strike but are never seen save as dark shapes in the night, shapes with glowing eyes. Crops have been destroyed and a croft burned, but the hounds had not attacked humans until last night, when a small child was snatched from his bed. Brave villagers followed the pawprints seared into the surrounding vegetation to a dark hole in the ground. The village implores you; please go down into the dark and save young Roderick!

Mission Goals

You must save a young child named Roderick. Enter the cave and rescue him. If any evildoers are present, do what you must to end their threat.

Area 1: The Entrance

You easily follow the scorched plants to a hole in a clearing. The ground all around is burned bare and some of the tracks look far too large to be those of a dog. Approaching the hole, you see crude steps hacked into the stone. Taking a moment to steel yourselves, you descend into the depths.

The light drops away behind you as you step down. The air here is cool, almost cold. It reeks of animal leavings and sulphur. The floor looks to be littered with animal bones and seared remains. Looking closer, you can see none of the bones seem human. Perhaps Roderick is still alive. Your torches cast dancing shadows on the walls. Somewhere out of sight, you hear something stir.

Area 2: The Breeding Pens

A wave of warmth strikes you as you open this door. Yips and barks echo off the rock walls as a litter of puppies frolic in the center of the room. A large hound with glowing eyes shakes the puppy off its ear as it stands, facing you. It begins to growl, hackles rising. A second large hound circles, stalking towards you, steaming saliva dripping from its jowls.

When the characters investigate (step on) the clue token, read the following:

In a small pile of mixed refuse and straw, you find a small human jawbone. Could this be all that is left of poor Roderick?

Area 3: Storage

Hanging from the ceiling are butchered bodies of cows, deer, perhaps even a dog. The smell of rotting meat assails your nostrils. You hear the soft but heavy padding of feet patrolling the forest of dangling meat. Emerging between the rows, a large, blood-red hound bares its teeth at you. Flames are visible in its nostrils as it inhales and gallops forward.

Area 4: The Ritual Room

Two cloaked men stand barring your way, hoods ominously drawn forward. A man is kneeling behind them in a circle of runes, chanting feverishly. As you open the door, he shouts something in a language not meant to be spoken by the human tongue and gestures wildly. Two more cloaked figures rise and step towards you. The cloaked men throw back their hoods, revealing bestial features. As one, the four evildoers attack!

When Gavin is dead, read the following:

The fiend behind the hellhounds lair lies at your feet, blood mingling with that of his servants. A fitting end. And yet what further fiend nudged his arm? What was his goal? And where is poor Roderick?

A quick search of the room reveals a hollow beneath the flagstone in the center of the rune circle. Carefully levering it up, you find the still body of a child in the space underneath. He is at most four summers of age. You have a moment of doubt, but then he stirs and opens his eyes. As you lift him, he yawns mightily and smiles sleepily at you. "Bad dog!" he says clearly, and then he snuggles himself to your chest and goes back to sleep. You have saved Roderick and brought peace to the village.

Fan Created Scenario.
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